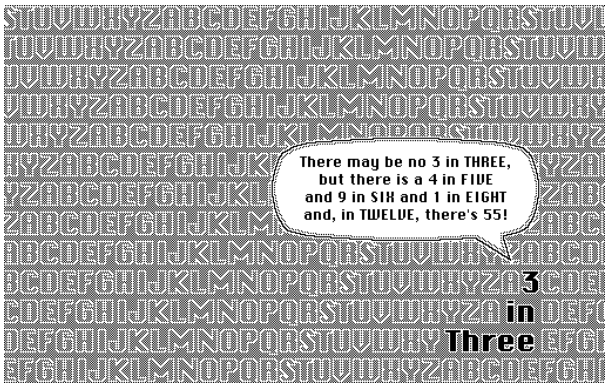

3 in Three: Puzzle Solutions

A Guide by John Franklin

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This Guide Is Formatted For Print!

Multiple puzzle solutions may appear on the same page (and single solutions often spread across multiple pages); if you have good peripheral vision, this may give away the solutions to puzzles you want to solve yourself. On the other hand, it conserves paper, since many of the solutions take up much less than a page.

There is another version of this guide in which no two solutions share the same page. If you want to view one solution at a time, use that version instead. (Preferably on the computer rather than on paper.)

Note on the Lift Puzzles

Only the first and last lift puzzles have solutions in this guide. The others are too complex to be worth writing down. Just keep at it, and you'll get there.

Note on the Mesh Puzzles

All the mesh puzzles can be solved with relative ease by starting with the center of the puzzle and working outward. (This sometimes involves lots of clicking on the 3 to keep in mind what the end result is meant to look like.)

Note on the Pick Puzzles

None of the "Pick" puzzles have solutions in this guide, because the objects move around at random. Just keep staring at the screen. (You may find that switching to black and white mode helps, or switching to color if you were already in black and white. Don't forget to take a break every so often to avoid eyestrain!)

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Prologue

This isn't a puzzle. This section exists so that the Table of Contents will match the menus in the game.

For Letter or Worse

The letters will ask the same questions in the same order every time. If you answer a question incorrectly, it will be moved to the end of the list and asked again when you have completed the other remaining questions. (The table continues on the next page.)

Question	Words	Letter
What letter makes a taxi complain?	CAB ➡ CRAB	R
What letter makes a male sheep wander?	RAM ➡ ROAM	O
What letter makes a boy happy?	LAD ➡ GLAD	G
What letter makes an evergreen impartial?	FIR ➡ FAIR	A
What letter makes a needle blush?	PIN ➡ PINK	K
What letter turns a flying insect into a vegetable?	BEE ➡ BEET	T
What letter gives the elderly a chill?	OLD ➡ COLD	C
What letter makes frozen water sinful?	ICE ➡ VICE	V
What letter makes your household animal a nuisance?	PET ➡ PEST	S
What letter makes a truck conceited?	VAN ➡ VAIN	I
What letter makes a young man float?	BOY ➡ BUOY	U
What letter makes a female deer fall asleep?	DOE ➡ DOZE	Z
What letter makes your relatives humane?	KIN ➡ KIND	D
What letter scares the fuel in your car?	GAS ➡ GASP	P
What letter makes a night bird holler?	OWL ➡ HOWL	H
What letter makes a point fuss?	DOT ➡ DOTE	E
What letter makes tree fluid brittle?	SAP ➡ SNAP	N
What letter makes a picnic insect desire?	ANT ➡ WANT	W
What letter makes a paper sack boast?	BAG ➡ BRAG	R
What letter makes Noah's boat yelp?	ARK ➡ BARK	B
What letter makes wry humor wither?	WIT ➡ WILT	L
What letter turns one guy into a crowd?	MAN ➡ MANY	Y

Question	Words	Letter
What letter heats up a battle?	WAR ➡ WARM	M
What letter makes a performance a reality?	ACT ➡ FACT	F

No Business Doing

The finished screens of text are shown below.

Third Quarter Report

It is not as easy as 1, 2, 3 to explain why profits plummeted in the middle of this quarter, but we are happy to report that the staff went the full 9 yards and were in the black by the 30th of September.

The crisis began, appropriately enough, on Friday the 13th when cash flow projections suffered from a classic catch 22. Revenues of $731,213.11 dropped down to $132,321.33, a loss of $598,891.78, this also being, coincidentally, the price of our president's new home.

"I had no idea a problem existed," he told the shareholders at a recent meeting. "The accountants misunderstood my instructions. It was not my fault. I do, however, take full credit for uncovering this deception and implementing the necessary steps to correct it."

Account for Yourself

Each row can be corrected in three clicks. Using the built-in column headings, the cells to click are:

Row	Columns to Click
1	C F C
2	G E D
3	E E E
4	D F F
5	G D G
6	E C D
7	E D C

Meltdown

Each row contains the initial letters of integers in sequence. The first row is just integers counting upwards from one, the second is even integers starting with two, and the third is multiples of three starting with three. Therefore the solution is:

Row	Letters to Type
1	S E N T E T T
2	F S E T T T T
3	T T T T T T T

Outside In

Each of the twelve clickable doors controls exactly one of the 12 non-clickable doors. Therefore the shortest solution has to involve clicking each door once. There is more than one possible solution to the puzzle. (In fact, there are 63686 12-step solutions, out of a possible 479001600 ways of clicking on each of the doors once.) One solution is shown in the diagram below.

9	5	1	2
3	4	11	6
7	10	8	12

Safety in Numbers

Since there are nine doors, and each time you click on a door, three doors change state (between open and closed), the number of clicks in a solution must be an odd number. There are 4024 nine-step solutions in which each door is clicked once. An example is 1 2 5 6 7 3 4 8 9.

Interestingly, there are also *shorter* solutions. Some of these involve clicking the same door twice, but not all do. There are 246 solutions of 5 moves (of which 1 2 4 8 5 is one), and 19546 solutions of 7 moves (of which 1 4 9 3 8 6 5 is one). (There are also, of course, lots of solutions in 9 moves derived from the 5-move solutions; for example, 9 9 9 9 1 2 4 8 5 is a solution, even though the first four moves cancel out.)

Level Two

The words all have the number 2 substituted for the homophonic syllable at the beginning. Thus the solutions are, in order:

2TOR
2LIP
2GETHER

2NIGHT
2MOR
2NIC
2SDAY
2MORROW

Level Four

The words all have the number 4 substituted for the homophonic syllable at the beginning. Thus the solutions are, in order:

4CAST
4HEAD
4EVER
4GIVE
4HAND
4GET
4MULA
4WORD
4CLOSE

Level Eight

The words all have the number 8 substituted for the homophonic syllable at the end. Thus the solutions are, in order:

LUBRIC8
ELIMIN8
FABRIC8
GENER8
ANIM8
INFL8
EXAGGER8
FRUSTR8
ILLUMIN8
RENOV8
DECOR8

Mind's Eye

Eye #1's word is spelled using the initial letters of his sentence: DISCOVERY

Eye #2's word is spelled using the final letters of his sentence: AWARENESS

Eye #3's word is spelled by taking letter 1 of word 1, letter 2 of word 2, letter 3 of word 3, and so on: COMMUNITY

The Lift

All the lifts can be moved to the same height as the one on which the 3 starts. Starting with the rightmost lift, keep clicking on each lift until they are all at the same height, and the 3 will move directly across the screen.

Dove Owls

The items in this puzzle are selected at random. In alphabetical order by clue, the answers are:

BGGRS CNT B CHSRS
Beggars can't be choosers.

BLD S THCKR THN WTR
Blood is thicker than water.

BRDS F FTHR FLCK TGTHR
Birds of a feather flock together.

BT S N TH F TH BHLDR
Beauty is in the eye of the beholder.

BTTR LT THN NVR
Better late than never.

BTTR SF THN SRR
Better safe than sorry.

CHRT BGNS T HM
Charity begins at home.

CRST KLLD TH CT
Curiosity killed the cat.

CT N GLVS CTCHS N MC
A cat in gloves catches no mice.

CTNS SPK LDR THN WRDS
Actions speak louder than words.

DNT JDG BK B TS CVR
Don't judge a book by its cover.

DNT LK GFT HRS N TH MTH
Don't look a gift horse in the mouth.

F TH SH FTS WR T
If the shoe fits, wear it.

FMLRT BRDS CNTMPT
Familiarity breeds contempt.

FRND N ND S FRND NDD
A friend in need is a friend indeed.

GD FNCS MK GD NGHBRS
Good fences make good neighbors.

GNRNC S BLSS
Ignorance is bliss.

H WH HSTTS S LST
He who hesitates is lost.

HST MKS WST
Haste makes waste.

LK BFR LP
Look before you leap.

LL THT GLTTRS S NT GLD
All that glitters is not gold.

LTTL STRKS FLL GRT KS
Little strokes fell great oaks.

LTTL THNGS FFCT LTTL MNDS
Little things affect little minds.

MN S TH RT F LL VL
Money is the root of all evil.

MSR LVS CMPN
Misery loves company.

N GD TRN DSRVS NTHR
One good turn deserves another.

N NWS S GD NWS
No news is good news.

N PPL D KPS TH DCTR W
An apple a day keeps the doctor away.

NCSST S TH MTHR F NVNTN
Necessity is the mother of invention.

NTHNG SCCDS LK SCCSS
Nothing succeeds like success.

NTHNG VNTRD NTHNG GND
Nothing ventured, nothing gained.

NVR TH RS WTHT TH THRN
Never the rose without the thorn.

PCTR S WRTH THSND WRDS
A picture is worth a thousand words.

RLLNG STN GTHRS N MSS
A rolling stone gathers no moss.

RM WS NT BLT N D
Rome was not built in a day.

STLL WTRS RN DP
Still waters run deep.

STRK WHL TH RN S HT
Strike while the iron is hot.

STTCH N TM SVS NN
A stitch in time saves nine.

T F SGHT T F MND
Out of sight, out of mind.

T MN CKS SPL TH BRTH
Too many cooks spoil the broth.

T RR S HMN T FRGV DVN
To err is human, to forgive divine.

TH RL BRD CTCHS TH WRM
The early bird catches the worm.

TH SQK WHL GTS TH GRS
The squeaky wheel gets the grease.

TW HDS R BTTR THN N
Two heads are better than one.

TW WRNGS DNT MK RGHT
Two wrongs don't make a right.

VR DG HS HS D
Every dog has his day.

VR DRK CLD HS SLVR LNNG
Every dark cloud has a silver lining.

VRT S TH SPC F LF
Variety is the spice of life.

WHT GS P MST CM DWN
What goes up must come down.

WST NT WNT NT
Waste not, want not.

Show Your Colors

The words are RED, BLUE, and GREEN. The key to solving the puzzle is to use the top row and the lower right corner square to set up columns in which two of the letters are the same, and then use the bottom row to swap letters through the columns. This allows you to swap out individual letters at will and reorder them.

Take your Pick

Sorry, there is no easy answer. Just keep trying.

Trust in Us

Numbering the lifts 1 through 5 from left to right, you must click on 1 3 3.

The Mesh

Sorry, there is no easy solution to this puzzle. One strategy is to start in the middle, and work outward, using the wrap-around properties of the puzzle to swap tiles in and out.

Learn your ABC's

The letters are apparently selected at random, so there is no solution which can be followed directly, but the key to the game is the scoring. The individual letter scores are as follows:

1	2	3	4	5	6	7	8	9
A	B	C	D	E	F	G	H	I
J	K	L	M	N	O	P	Q	R
S	T	U	V	W	X	Y	Z	

When you select a letter, its score is added to yours. If your score goes above nine, then the digits are added together. (For example, if you have 7 points, and choose a W worth 5, the sum is 12; since 12 is greater than nine, your score will be the sum of the digits, or 3.)

The strategy which seems to work best is to spend the first two rounds trying to pick a letter with a value of 3, 2, or 4 (in that order of preference), and then use the last round to fill in the gaps. No strategy will work 100% of the time.

Another Mesh

Sorry, there is no easy solution to this puzzle. One strategy is to start in the middle, and work outward, using the wrap-around properties of the puzzle to swap tiles in and out.

Crash of the Symbols

The correct order is:

		!	“
	%	;	*
&	,	-	.
:	+	?	

Roaming Numerals

The correct order is:

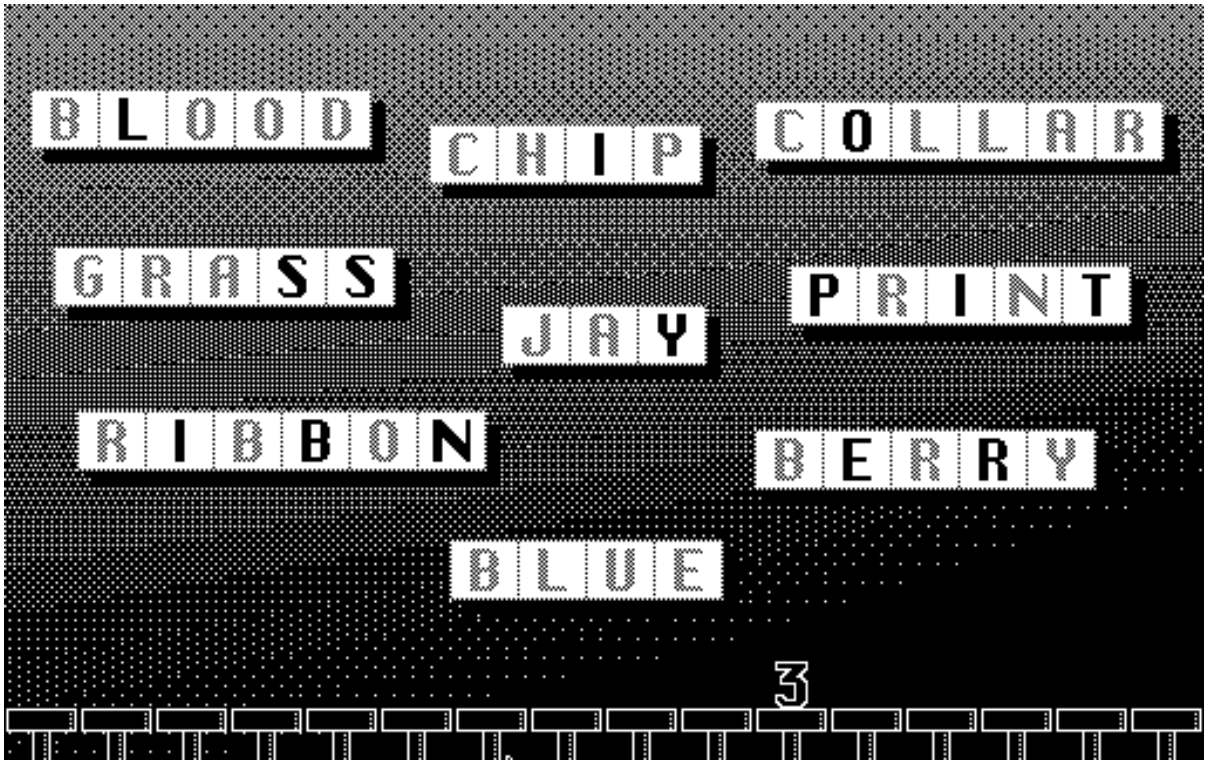
	IV	IX	XIII	V
XIV	X	III	VI	
	XV	VII	XI	II
I	VIII	XII	XVI	

Pick up the Pieces

Sorry, there is no easy answer. Just keep trying.

Half a Notion

The boxes should be filled in as shown below.

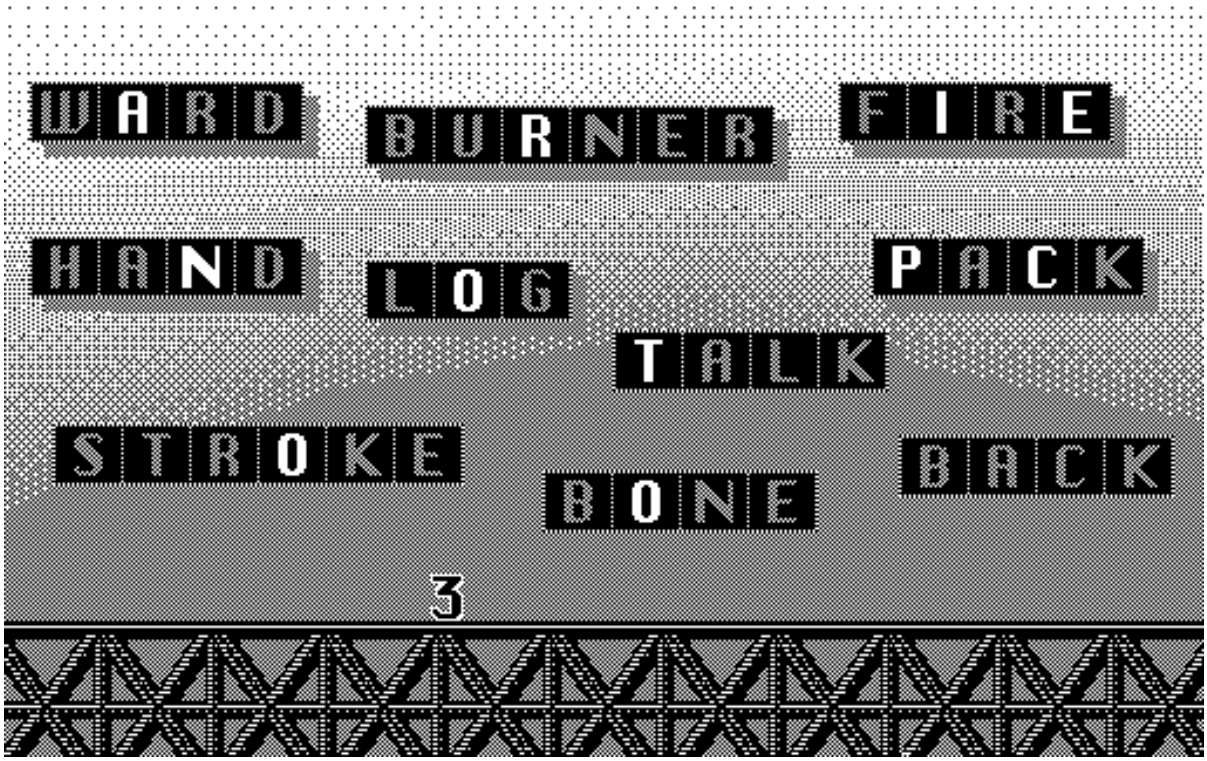


Lift Off

Sorry, there is no easy answer. Just keep trying.

Half A Mind

The boxes should be filled in as shown below.



Why Pick on Me

Sorry, there is no easy answer. Just keep trying.

Yet Another Mesh

Sorry, there is no easy solution to this puzzle. One strategy is to start in the middle, and work outward, using the wrap-around properties of the puzzle to swap tiles in and out.

On Speaking Terms

From top to bottom, the correct words are:

ICY
OWE
SEE
EXCESS
IVY
EASY
EMPTY
EYE

ENVY
DECAY
BEE

Beg the Question

The words are YES, NO, and MAYBE. The key to the puzzle is creating columns along the edge in which the same letter appears twice, allowing you to remove the other letter with ease.

Meshed Up

Sorry, there is no easy solution to this puzzle. One strategy is to start in the middle, and work outward, using the wrap-around properties of the puzzle to swap tiles in and out.

A Sole Soul

The items in this puzzle are selected at random. In alphabetical order by clue, the answers are:

actual - fishing spool
REAL - REEL

an equal - boat landing
PEER - PIER

animal - precious
DEER - DEAR

animal - raspy voice
HORSE - HOARSE

appear - sewing term
SEEM - SEAM

aromas - perceive
SCENTS - SENSE

atmosphere - one who inherits
AIR - HEIR

body area - squander
WAIST - WASTE

bucket - whitish
PAIL - PALE

car control - smash onto pieces
BRAKE - BREAK

conceited - blood vessel
VAIN - VEIN

distasteful - birds
FOUL - FOWL

female mammal - money slang
DOE - DOUGH

flatland - aircraft
PLAIN - PLANE

get better - shoe part
HEAL - HEEL

golf term - hot drink
TEE - TEA

gring - very good
GRATE - GREAT

just and honest - fee for travel
FAIR - FARE

lazy - object of worship
IDLE - IDOL

location - something worth seeing
SITE - SIGHT

meat - tent peg
STEAK - STAKE

military rank - seed of corn
COLONEL - KERNEL

narrow waterway - not crooked
STRAIT - STRAIGHT

not me - female sheep
YOU - EWE

not moon - not daughter
SUN - SON

observe - ocean
SEE - SEA

of chief importance - horse hair
MAIN - MANE

one step of many - intent look
STAIR - STARE

part - calm
PIECE - PEACE

payable - morning moisture
DUE - DEW

plank - disinterested
BOARD - BORED

puny - unit of days
WEAK - WEEK

quick look - mountaintop
PEEK - PEAK

rob - metal
STEAL - STEEL

rule - type of weather
REIGN - RAIN

run away - insect
FLEE - FLEA

sense of style - emergency torch
FLAIR - FLARE

shed skin - ring a bell
PEEL - PEAL

skillful deed
FEAT - FEET

story - animal appendage
TALE - TAIL

sugary - apartment
SWEET - SUITE

to request of God - victim
PRAY - PREY

to color - pass away
DYE - DIE

two - fruit
PAIR - PEAR

type of bread - ironic humor
RYE - WRY

vegetable - gem measurement
CARROT - CARAT

vegetable - hit
BEET - BEAT

voting place - flag stick
POLL - POLE

wild pig - dull person
BOAR - BORE

window term - ache
PANE - PAIN

Pick A Fight

Sorry, there is no easy answer. Just keep trying.

By Virtue Of

The three words are FAITH, HOPE, and CHARITY. One strategy is to arrange the word FAITH first using any method possible. Then use the multiple Hs to swap letters into the center space to spell HOPE. Move HOPE around until it spells OPEH,

and use the two Hs along the right edge to rearrange the letters at the bottom. (Note that the middle and bottom rows can be rotated independently of the rest of the puzzle.)

Mesh About

Sorry, there is no easy solution to this puzzle. One strategy is to start in the middle, and work outward, using the wrap-around properties of the puzzle to swap tiles in and out.

Fall from Grace

Numbering the lifts 1 through 5 from left to right, you must click on 2 4 4.

Lift Up

Sorry, there is no easy answer. Just keep trying.

Race Ahead

Numbering the lifts 1 through 5 from left to right, you must click on 3 4 3.

Mesh Around

Sorry, there is no easy solution to this puzzle. One strategy is to start in the middle, and work outward, using the wrap-around properties of the puzzle to swap tiles in and out.

Whale of a Time

The three words are YESTERDAY, TODAY, and TOMORROW. This is the hardest of the rotating letters puzzles, having no columns. But you can take advantage of the fact that each pair of words has at least one letter in common. (Y, D, and A between the first two, T and O between the second two, and R between the first and third.) After getting a word mostly in position, shift it so that the letter which will be shared with the next word will be one the two have in common.

Pick on You

Sorry, there is no easy answer. Just keep trying.

Half-Hearted

The boxes should be filled in as shown below:

Third Degree

Sorry, no easy answer. Just keep trying!

Foreign Objects

The correct order is:

Π	Σ		
Ø	ß	Æ	
¶	Œ	Ç	¥
	Ω	£	§

What a Mesh

Sorry, there is no easy solution to this puzzle. One strategy is to start in the middle, and work outward, using the wrap-around properties of the puzzle to swap tiles in and out.

B's in her Bonnet

The top section has multiple possible solutions, including a few which are shorter than the number suggested in the description in the puzzle menu. It has 14 solutions in 5 moves, although all of them involve clicking on the leftmost door of the second row twice. A representative solution would be the following:

			3	
1 2			4	5

There are 898 possible solutions in six moves, although only 242 of these do not involve clicking on the same door twice. One representative solution is:

1	2	3	4	6
		5		

As for the lower section: there are 560 possible solutions in 7 moves, although they all involve the same doors. (The order is not complete arbitrary; there are 5040 possible sequences involving those doors.) A representative solution would be the following:

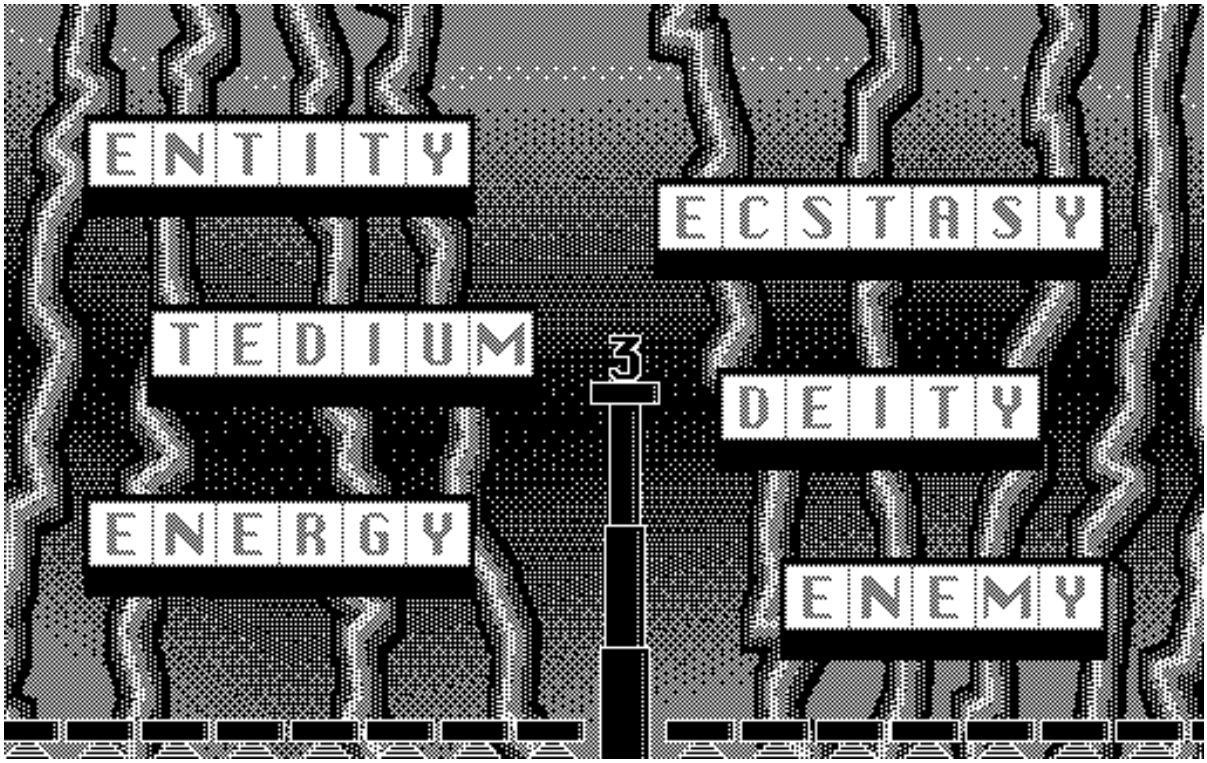
	3			1
4	7	2		
		5		6

Pick Up the Tab

Sorry, there is no easy answer. Just keep trying.

Actions Speak Louder

The solution is shown below:



Lift a Finger

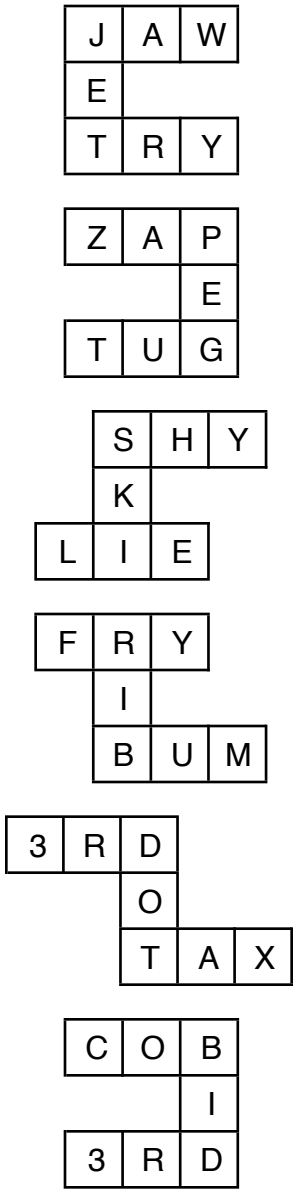
Sorry, there is no easy answer. Just keep trying.

Finale

This isn't a puzzle. This section exists so that the Table of Contents will match the menus in the game.

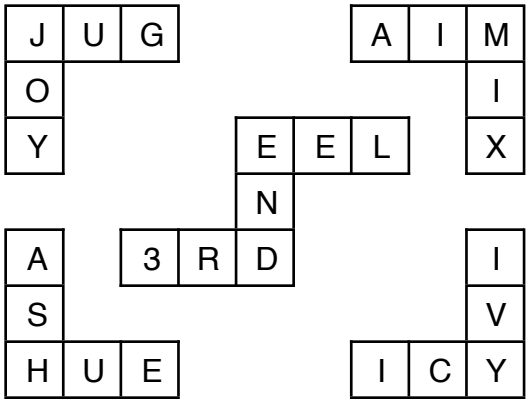
Finders Keepers

The first six grids are smaller but more difficult than the last one. In the first six, there are usually interlocking paths which require that the letters be allowed in and out in particular order. (For example, the I and the O in the sixth grid will activate each other if allowed to continue moving.) The best general strategy is to stop all the letters, and then move the critical letters into place. In the first six grids, the critical letter is generally the one on the middle row, although the I in LIE is more difficult to deal with than the K in SKI in the third grid.



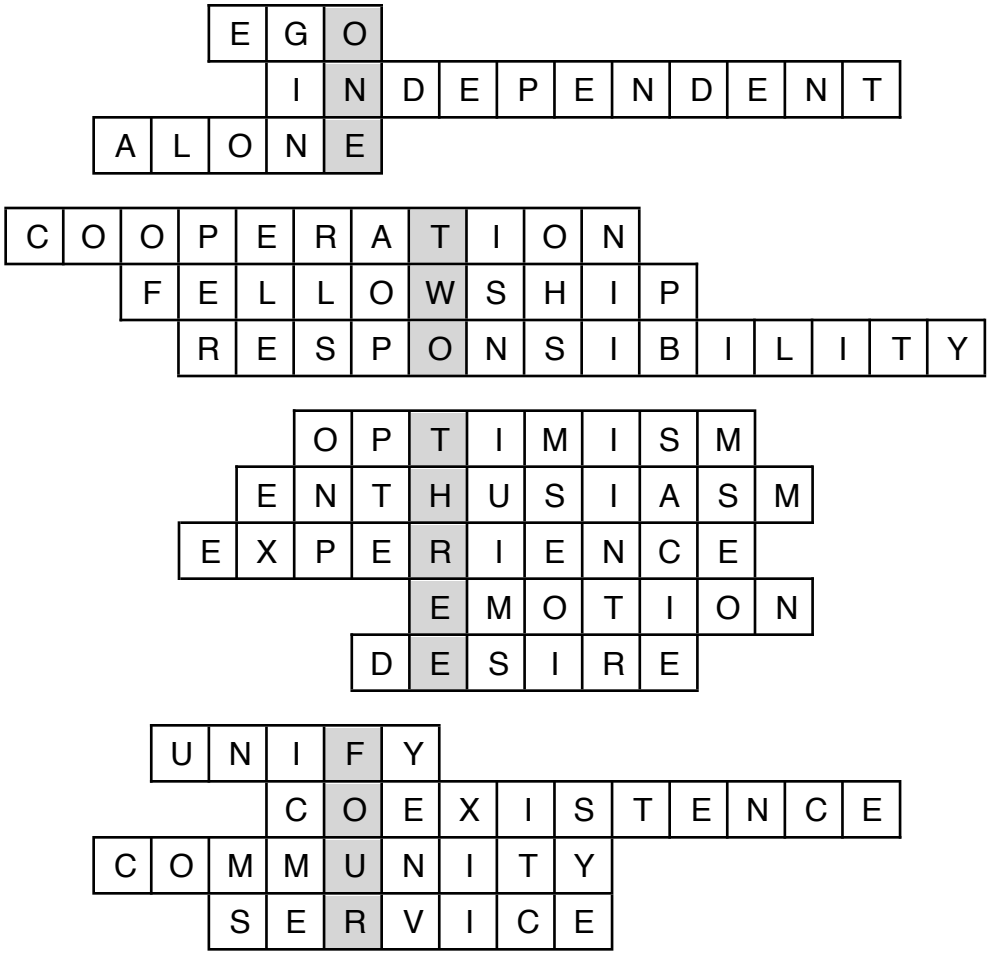
(The seventh grid is on the next page.)

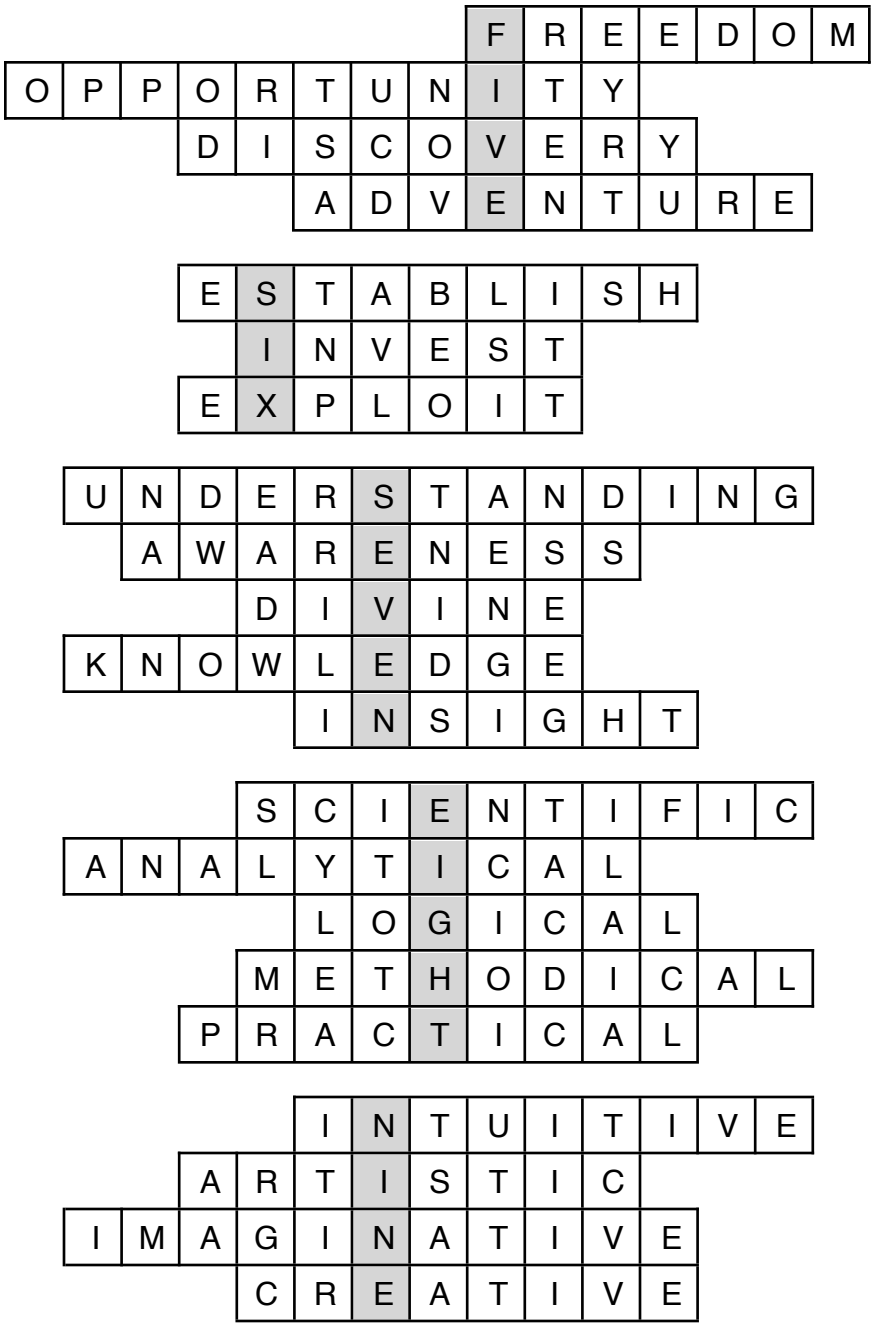
On the seventh grid, there is a definite strategy: solve the two left-hand corners first, then the top right corner, then the center, then the bottom right. That order will help stop vowels from bumping into each other and activating everything.



Inside Track

The answers are:





Temple of Rhyme nor Reason

The columns must be filled with the three-letter groups which the letters in For Letter or Worse yell at each other after that puzzle has been solved. The order is such that the leftmost column spells “FRIEND” when read downwards:

F U T
R I T
I N O

E E M
N I K
D A Q

As for the clues: the clues lead to words which must be entered into Inside Track. The words themselves are listed under that heading. But as for the explanation of the clues:

Three keep an eye out - three words are in Mind's Eye

Three are on the level - one word each is in Level Two, Level Four, and Level Eight

Three are halfway there - one word each is scrambled in Half a Notion, Half A Mind, and Half-Hearted

Three are from 9 equal parts - the parts can be found in Show Your Colors, B's in her Bonnet, and Mind your P's and Q's (use one part from each puzzle in each word)

Three are from 9 unequal parts - the parts can be found in Dove Owls, A Sole Soul, and Birds of a Feather (each word uses one size of clue only, so there is a 3-letter word, a 6-letter word, and a 9-letter word)

Three need uplifting recognition - in The Lift, Lift Up, and Lift a Finger, clicking on some of the lifts will cause the letters on their bases to disappear. Remove all the letters of this type, and then note the remaining letters (left to right); type them into Character Recognition for three more words

Three lack that certain something - three words appear without vowels in By Virtue Of, Whale of a Time, and This, That, and the Other

One is a mesh - each of the Mesh puzzles provides a letter for a (scrambled) word

One is on speaking terms - there is a word spelled vertically in On Speaking Terms

One is binary - the scrambled letters of a word appear amongst the binary numbers of Central Processing Unit

One is a legal symbol - in The Letter Legislature, some symbols have occupied the chambers; note their order and click on them in that order in Crash of the Symbols for a word

One is an objective account - note the order of the characters in the word balloon coming out of the hole in Account for Yourself; click on those characters in that order in Foreign Objects for a word

One roams down - in Meltdown, some of the numbers are replaced with Roman numerals; note their order and click on them in that order in Roaming Numerals for a word

Nine are in safety having learned their ABC's - each row in Safety in Numbers contains a word encoded using the scheme from Learn your ABC's; this takes some work to decode since each number can stand for two or three letters

The Letter Legislature

The correct order is (in a serif font to help distinguish upper-case from lower-case letters):

				E	N	D	J	v
			A	S	P	a	k	l
		I	L	K	f	y	d	F
	O	R	B	c	i	t	h	w
	z	T	o	g	X	W	u	Z
U	r	n	x	e	q	Q	m	V
s	G	b	C	M	j	p	H	Y

Birds of a Feather

The items in this puzzle are selected at random. In alphabetical order by clue, the answers are:

BCK T TH DRWNG BRD
back to the drawing board

BHND TH GHT BLL
behind the eight ball

BRK P TH WRNG TR
bark up the wrong tree

BT DD HRS
beat a dead horse

BT RND TH BSH
beat around the bush

BV ND BND TH CLL F DT
above and beyond the call of duty

CHNG HRSS N MDSTRM
change horses in midstream

CHP FF TH LD BLCK
chip off the old block

CST PRTT PNN
cost a pretty penny

DD T TH WRLD
dead to the world

DRP N TH BCKT
a drop in the bucket

DRP TH THR SH
drop the other shoe

DRSSD T KLL
dressed to kill

FL LK MLLN DLLRS
feel like a million dollars

FLL B TH WSD
fall by the wayside

FNDRS KPRS LSRS WPRS
finders keepers, losers weepers

FRWTHR FRND
fair-weather friend

G DWN N HSTR
go down in history

G GNST TH GRN
go against the grain

GHST F CHNC
ghost of a chance

JST WHT TH DCTR RDRD
just what the doctor ordered

KP STLL PPR LP
keep a still upper lip

KP TH BLL RLLNG
keep the ball rolling

LCK STCK ND BRRL
lock, stock, and barrel

LK FSH T F WTR
like a fish out of water

LT TH CT T F TH BG
let the cat out of the bag

LTTL BRD TLD M
a little bird told me

LV N STN NTRND
leave no stone unturned

LV T F STCS
live out of a suitcase

LV T FRST SGHT
love at first sight

LV WLL NGH LN
leave well enough alone

LW MN N TH TTM PL
low man on the totem pole

MK LNG STR SHRT
make a long story short

N PNS ND NDLS
on pins and needles

N TH NCK F TM
in the nick of time

NTHNG T SNZ T
nothing to sneeze at

NTHNG T WRT HM BT
nothing to write home about

PCKD LK SRDNS
packed like sardines

PL CT ND MS
play cat and mouse

PN CN F WRMS
open a can of worms

PNT TH TWN RD
paint the town red

PTH F LST RSSTNC
path of least resistance

RCH FR TH SK
reach for the sky

RD BTWN TH LNS
read between the lines

S CM S G
easy come, easy go

SGHT FR SR S
sight for sore eyes

SGN N TH DTTD LN
sign on the dotted line

SPRT TH MN FRM TH BS
separate the men from the boys

T F CLR BL SK
out of a clear blue sky

WHN LL S SD ND DN
when all is said and done

And the word containing all the vowels in order is FACETIOUSLY. (This is the shortest English word with this property, but not the only one; ABSTEMIOUSLY also works.)

Central Processing Unit

There is no easy answer for this puzzle, but here's a strategy which works: start in the upper left corner and work your way across. Each time you click, arrange things so that the top or left box being altered is the leftmost one in the top line which has any boxes left which need to be altered. If this cannot be done because there are not enough spaces left, click in a corner so that only one number changes; the next time you are unable to make a move you can click in that corner again.

Character Recognition

In order, the words are:

SEAL
DEAL
AISLE
JAIL
VEAL
WHILE

Mind your P's and Q's

In order:

1. Click on the top Q.
2. Click on the bottom P.
3. Click on the second-to-the-bottom P.
4. Click on the top Q.
5. Click on the second-to-the-top Q.
6. Click on the second-to-the-bottom Q.
7. Click on the bottom P.
8. Click on the second-to-the-bottom P.
9. Click on the second-to-the-top P.
10. Click on the top P.
11. Click on the top Q.
12. Click on the second-to-the-top Q.
13. Click on the second-to-the-bottom Q.

14. Click on the bottom Q.
15. Click on the bottom P.
16. Click on the second-to-the-bottom P.
17. Click on the second-to-the-top P.
18. Click on the top P.
19. Click on the second-to-the-top Q.
20. Click on the second-to-the-bottom Q.
21. Click on the bottom Q.
22. Click on the second-to-the-top P.
23. Click on the top P.
24. Click on the bottom Q.

Hang in There

Numbering the lifts 1 through 5 from left to right, you must click on 3 3 2.

This, That, and the Other

The words are ANIMAL, VEGETABLE, and MINERAL. Although there are no columns which can be formed, the words have so many letters in common that this puzzle is relatively easy. Try working from top to bottom.

Lift and Separate

This is the only lift puzzle with a solution that can be written down easily. Without clicking on anything else, click on the lift which is furthest to the right.